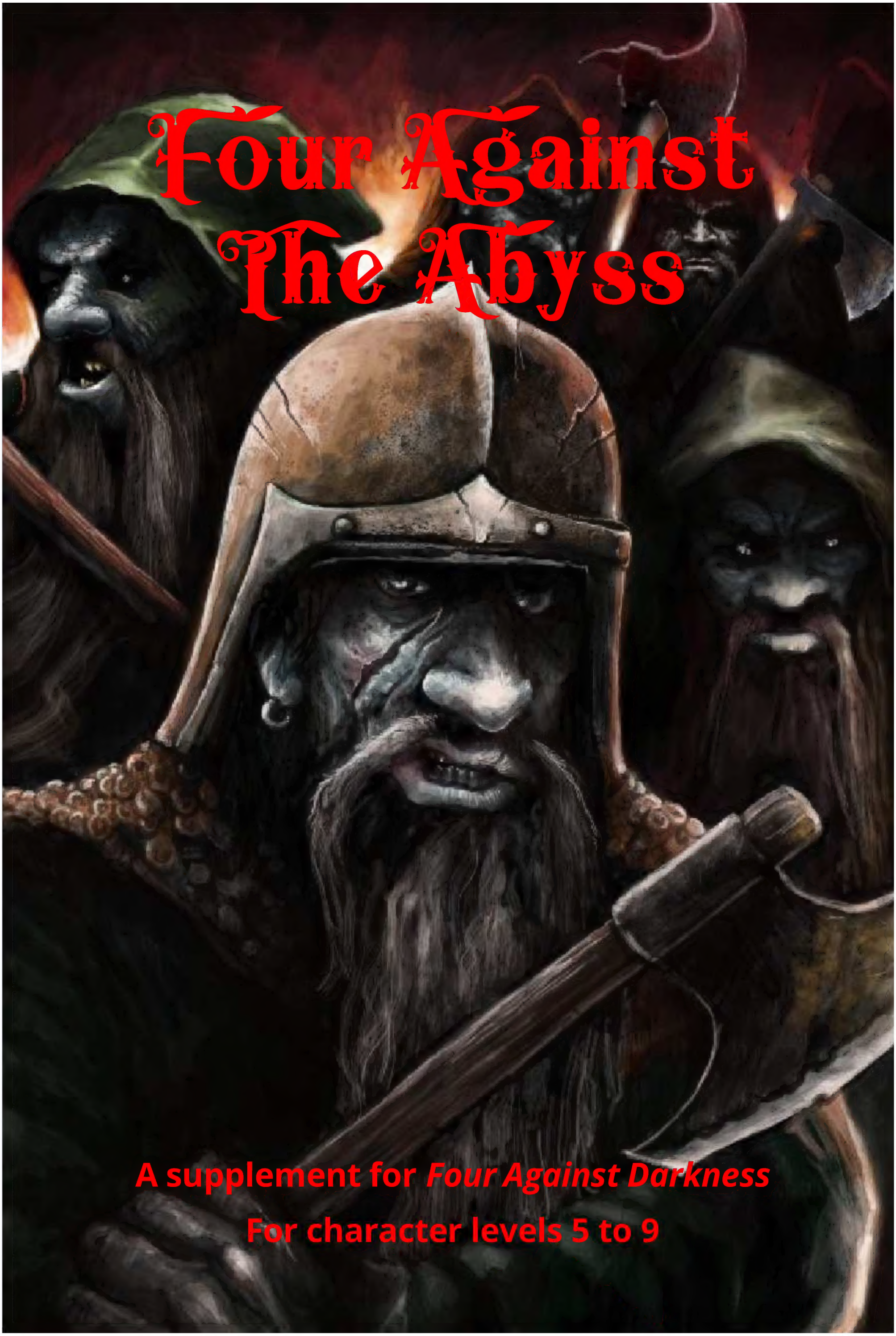
Four Against The Abyss



A supplement for *Four Against Darkness*

For character levels 5 to 9

Four Against The Abyss

A supplement for *Four Against Darkness*, for character levels 5 to 9

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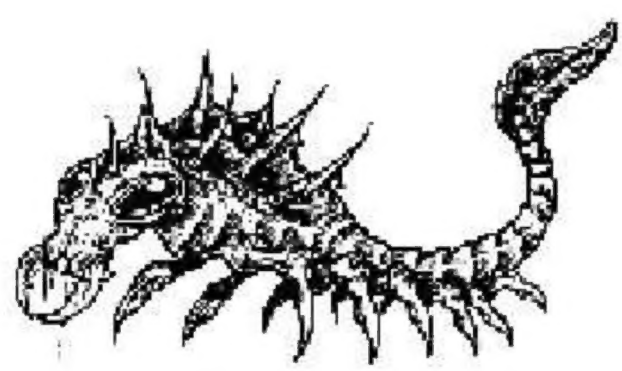

Deeper Levels of Random Dungeons

When standard dungeons do not pose much of a challenge anymore, your experienced heroes may want to go deeper, looking for greater rewards. Once all of your characters reach 5th level, you may want to level up your party and start using this book. You'll need to burn 1 XP per character OR 500 gp per character in training costs so that the whole party steps into the next tier and becomes an EXPERT party. You should not use this book until all your characters are 5th level AND you have spent 1 additional XP or 500 gp in training costs per character.

To play in the Abyss, you will need a different die, the eight-sided die or d8. You will use a d8 for combat (both Attack and Defense rolls), casting spells, XP rolls, all save rolls, and whenever a character attempts an action (such as a thief trying to defuse a trap or a wizard trying to solve a puzzle). This represents your character being on a whole new "tier" of adventuring, where they are powerful enough to tackle with the stronger monsters and deadlier traps. **This is called the Expert level.** You still use a d6 when generating rooms (a d66 roll). Most tables will still use d6. The die used is shown on the header of the table. Search rolls are still performed with a d6.

Exploding d8s

A d8 explodes in the same way a d6 does. It happens when you roll a 7 or 8.

Stepping into the Abyss

There are four ways to lead your party into the deeper dungeons collectively known as the Abyss:

1) Starting on a standard dungeon, your party levels up to 5th level and you accumulate four more XP. At this point, you burn those XP and your party is ready. This happens during the game. Whenever you roll a room or corridor that ends in contact with the edge of your sheet of paper, you may place a ramp of stairs there. The stairs lead to the Abyss. You can now start another map on another sheet of paper. The first room that you draw on the new level (on the new sheet of paper) will have a corresponding ramp of stairs that lead upstairs, to the room from where you came.

2) Your party is already 5th level and has amassed 4 XP (or 1 XP per character, if you currently have fewer than 4 characters). The party steps up the next tier and begins a new dungeon, using the rules in this book.

3) You pay 500 gp in training costs per character at the end of the adventure. This training makes your characters ready for the Abyss. Beginning from the next adventure, you start using the rules in this book. You may also level up your party with a mixture of XP and gp expenditure. For example, you could level up two characters with XP and two with GP, spending a total of 2 XP and 100 gp to level up the party.

4) You play one of our ready-made adventures tailored for characters of levels 5 to 9.

Here's how venturing into the Abyss works:

- It has its own tables for room content, vermin, minions, weird monsters, bosses, treasure, special features, events, traps, and magic treasure.
- You use the random room generation system outlined in *Four Against Darkness*, using d66 rolls to generate the shape of rooms, but you use the tables in this book to generate their content.
- Minions may have a leader. Minions with a leader will not make a morale roll until their leader is killed or flees.
- Some rooms will feature multiple bosses or a boss/minion combination.
- Wandering monsters appear on the roll of a 1 on a d6 when going through rooms that you have already visited.
- Some dangers, such as powerful poisons or falling into a lava pit, might have a save or die mechanic, where the character who fails to save is automatically killed no matter how many life points he has remaining.
- Expert characters roll a d8 for their actions.
- Advancement follows the same general rules but you get double the XP you would normally get. In other words, **you get TWO XP roll from slaying a boss, and ONE XP roll for every 5 encounters with minions.** XP rolls are rolled with a d8+2. If your expert party is in a standard dungeon, you can still make an XP roll, on a d6, or on a d6+1 if you defeat a monster from a supplement

designed for 3rd-5th level characters.

- When a character passes an XP roll, the character has **the option to learn an expert skill instead of adding a level.**
- Expert characters keep all the bonuses that they gained on levels 1 to 5. Character progression remains the same. So, for example, a 6th level warrior will have an Attack roll of d8 +6.
- A roll of 1 is always a failure, even on a d8. Expert characters are less likely to fail completely, but failure is still a possibility.
- The d8 explodes on a 7 or 8. Expert characters have a better chance of scoring exceptional successes when attacking (two out of 8 means 1 in 4, that is better than the 1 in 6 chance you had before).
- Wizards gaining experience in the Abyss can add six new spells to their repertoire.
- Expert spell casters use the d8 even when using first tier spells (the six spells described in *Four Against Darkness*). For example, even is Sleep is a first tier spell, a 6th level wizard rolls d8 +6 when casting Sleep.
- Shield and armor work exactly like on the basic tier. As the characters progress through the game, their opponents become so powerful that the Defense bonus given by armor and shield becomes less important than their combat skills.

Sending Basic Characters into the Abyss

If you like a difficult game, 1st to 5th level characters COULD adventure into the Abyss. It's not very likely that they will survive. We suggest to start venturing into the Abyss when most of your characters are at least level 3. Basic tier characters will still use a d6 for their rolls, so they will eventually meet monsters or dangers that they can beat only by rolling a 6.

Dismissing Crippled Characters

It may happen that your characters lose levels or are otherwise crippled by curses, wounds, madness, or other ailments that make the character too weak for this level. If this is the case, you may chose to retire that character and take a new 5th level member in the party. The retiring member of the party carries away any magic items or special items that he or she was

carrying at the moment of retirement, and receives one equal share of the treasure that the group owns at that moment.

> *For example, in one of our playtests, my 5th level cleric Winderfin lost two levels to a vampire. I decided that he was unfit to continue adventuring into the Abyss, and so I gave him one fourth of the party's current treasure as a farewell gift. Winderfin left and a new, 5th level cleric joined the party.*

The new member has 100 gp worth of equipment. The rest of the party can lend him additional money or equipment.

Starting a Party at the 5th Level

If your whole party gets destroyed and you do not feel like starting over from scratch, or you are tired of wading through the lower levels, start right away with this book and create all characters as 5th level characters. All characters start with 100 gp and one roll on the magic treasure table found in *Four Against Darkness*.

Minions with Leaders

When you encounter a group of minions with a leader, and they outnumber the party, it is difficult to attack the leader as the minions swarm around you.

In a corridor, you may not attack the leader until you have killed all the minions.

In a room, choose one of your characters as your party's champion. The champion will be locked in mortal combat with the leader, while the rest of the party will fight with the minions. Once all minions are dead, everyone may attack the leader.

The leader and your champion may use their attacks only against each other. Your champion may not withdraw from his combat until the rest of the party have defeated all the minions, unless you decide to withdraw from the combat with all of your party.

Spells may be used against the leader on the first turn only. After that, the spell caster will be surrounded by minions and too distracted to aim for the leader. Of course, if your party's wizard is your party's champion and he is fighting the enemy leader, he may continue to cast spells.

The same applies to ranged attacks. All characters with ranged weapons may target the leader on the first turn only, but once the melee starts, they are allowed to attack the leader only when all the minions have been defeated.

Seeing one's leader being defeated or turning on his heels may cause minions to flee. If your champion kills the leader, or if the leader flees (like any boss failing a morale roll, unless his profile says otherwise) and there are still minions around, the minions must make a morale roll at -1. This -1 is in addition to any other morale roll modifiers they might have on their profile.

Rooms with Multiple Bosses

If you encounter two bosses in a room, split your party in two, if possible. Half of the party fights one boss of your choice, and the other half with the other one. Play the two combats simultaneously. As soon as one boss is killed, the characters who faced him can move against the other boss to help their friends. Of course, the bosses will do the same if they manage to wipe out their half of the opposition.

If you meet three bosses, just face each of them with a character, and decide which boss is going to be attacked by the extra character.

Single Character versus Two or More Bosses

If your party is reduced to a single character and you meet two or more bosses, the character must fight both bosses at the same time. Choose one boss as your main enemy. Your character has -1 on his Defense rolls against the attacks of the other boss or bosses. Spell-like attacks of the boss (such as the medusa's ability to turn characters to stone, or a dragon's breath attack) will be directed only against the character, and not against the other boss. The bad guys work together and have found a way to avoid each other's powers.

You may switch which one is your main enemy at any time, when it is your turn to attack, after you have defended against all of their attacks. For example, it may make sense to focus on a powerful opponent once the other has been reduced in Level because you wounded him.

Trial of Champions

Some monsters have a new reaction, called "trial of champions". If that comes into play, the monsters propose a trial by combat between

their best fighter and a character of your choice. If they have a boss, the boss will be their champion. If they do not have a boss, they will just choose a minion who will count as 2 levels higher for the trial. The trial will last d6 turns. Determine randomly who goes first. Roll d6: your character will attack first on a roll of 1–3; the monsters' champion will go first on a roll of 4–6. The other characters may not intervene. You may not use magic or ranged attacks. The champion who kills his opponent or inflicts more damage at the end of the trial is the winner. Monsters losing a trial will remain in the room but will let you pass, even if your party goes through the room later, as long as the character who won the trial is still with the party. The character must be able to fight: a carried, paralyzed or dead character will not count. Monsters winning a trial expect the party to leave the room, and will fight at +1 to their level if you decide to disregard the result of the trial and attack them.

Hordes

Very large numbers of small creatures are treated as a *horde.* A horde is a single boss monster. It performs one attack per character per turn, until it is dispersed (fails its morale roll) or is destroyed. Some extremely powerful hordes will perform TWO attacks per turn per character.

Swashbucklers

Swashbucklers are a new character class described in the *Dark Waters* adventure. If you have it, you may use swashbucklers in your games.

Secrets of the Abyss

All the secrets described in *Four Against Darkness* may be used in the Abyss. In addition, while in the Abyss, you may spend **four clues** to choose one of the following secrets:

I belong to a sect of vampire hunters: The character may fight vampires ignoring their immunity to non-magical weapons, but this would apply only against vampires met during the current adventure. If you want to keep the vampire hunting effect, you must use an XP roll and gain the Vampire hunter expert skill.

These halls belonged to my people: The character discovers that the dungeon was constructed by his next of kin. He may immediately find a secret door in any room already visited, including the current room. If the character is an elf or a dwarf, the character may also use this secret to fight at +1 to Defense rolls in a room of his choice.

You killed my kinsmen, prepare to die: As the character encounters a boss monster, he realizes that the monster is responsible for the slaughter of the character's tribe, family, or other loved ones. Blinded by his thirst for revenge, the character will be at -1 on Defense rolls for the duration of the encounter, but he will inflict 2 life points of damage with every hit against the creature. However, if he uses this secret, the character must fight to death: he may not retreat from this combat until he or the boss monster are dead. The rest of the party may choose to retreat, leaving the character to his fate.

I am an elvish prince: Only an elf character may discover this secret. Until the end of the adventure, the character may use this revelation to heal up to 4 life on himself, to gain a +2 to a single bow attack, or to bribe a monster without spending any gold (you may use this option only after rolling a bribe result on the creature's reaction table). At the end of the adventure, however, the elf character must spend at least 100 gp in merriments, buying drinks and special treats for the party, or lose 1 level due to societal shame of living beneath his/her status and not respecting Elven customs and traditions. This loss of face will not reduce the character lower than level 1.

You may discover this secret only once per party. If you have multiple

elves in the party, only one may be a prince.

That is the one with the gold: You may spend this secret when you encounter a boss or weird monster (but not when you encounter a dragon). At the end of the encounter, double the number of gold pieces that the monster has in its treasure. If the monster has no treasure, or a treasure with no monetary equivalent, you may find 50+5d6 gold pieces instead (roll after you decide to take this option). If the monster has any other treasure with a gp value, assume that the monster has the appropriate amount of gold instead, but double it.

I recognize these footprints: The character may spend this secret to reroll a wandering monster. The result of the reroll is final, even if less desirable than the first. In any case, the party may rearrange their marching order before the wandering monsters strike. The party is still surprised by the wandering monsters.

We are protected by the gods: By discovering this secret, the character gives +1 to all save rolls performed by the party members and their hirelings. The bonus lasts until a save roll is failed, but lasts for at least one full turn for all characters at a minimum. This secret may be discovered ONLY if the party has at least one cleric.

Hear my story: The character has a sudden realization about his past, about the reasons that made him start an adventuring career, and tells the rest of the party an uplifting story. All characters in play, including the character who tells the story, lose one point of Madness.

These ancient coins are worth a lot to collectors: Upon discovering this secret, the character may increase the value of monetary treasure by 50%, rounding fractions up. You must use this option when you find a treasure that is expressed in gp but you must do so BEFORE rolling the exact amount of gp. You need a wizard or a dwarf in the party to be able to choose this secret.

Chaos is afoot: The character discovers a secret sign on a wall that clearly shows that worshippers of the chaos god Xichtul are active in the dungeon. You may use this secret to change one rolled Abyss Minion encounter into an encounter with chaos fanatics (result 6 on the table, but you meet only d6 fanatics). On the first turn of that

encounter, all of your characters defend at +1 against the chaos fanatics.

I know where this corridor leads: Using this secret, you may reroll one room content table roll. The result of the reroll is final, even if less desirable than the previous.

I can cook this, and it's yummy: Using this secret, a halfling finds some rare ingredients such as truffles, mushroom, or spices, that he can cook to prepare the party's next meal. Until the end of the dungeon, the party members will all have +1 to their Save rolls to resist Madness, fear, or disease. You need at least one halfling in the party to be able to discover and to use this secret.

Expert Skills

Expert skills are an interesting option for characters. Characters learn expert skills **instead of** leveling up. The character chooses a skill that he wants to learn and makes an xp roll using d8+2. If the roll is successful, he does not add a level, but learns the expert skill of his choice instead. If the roll fails, the skill is not learned and the xp roll is wasted. There is no limit to the number of skills that a character can have or to the number of times that a character can try his or her xp roll. A natural roll of 7 or 8 on the d8 xp roll is always a success.

Example: Dostus is a 6th level wizard. Dostus wants to learn the Lesser Necromancy expert skill. To level up or gain an expert skill, Dostus must roll a 5 or better. If Dostus were 9th level, he would still learn the skill by rolling a 7 or 8 on the d8.

Each expert skill may be taken only ONCE by a character.

For example, the Deadly Accuracy skill gives a +1 to ranged attacks, but you may not take it twice to gain a +2.

The number of expert skills that the character possesses does not modify the xp roll to gain a new skill or for leveling up. All you have to do is to beat the character's current level number, or roll a 7 or 8.

Who Can Learn Skills: Not all characters may take all the skills. The classes that can take a skill are listed in parentheses after the name of the skill (W= warrior, B= Barbarian, C= cleric, R= rogue, Wi= wizard, E= elf, D= dwarf, H= halfling, and S= Swashbuckler).

Suggestion: Do not add all the skills into the game at the same time. The skill system gives you "something else to do" with xp rolls, but leveling up your characters is as important. With too many skills, running your party become complicated, and you might forget to use them. They work well for cooperative/group play where every player runs only one character.

Acute Hearing (R, E, H)

The character may listen carefully at a door before opening it. This requires rolling a 6 or better. A successful hearing roll allows you to roll the room's content before opening the door. If the room contains monsters, you will know what monsters they are but not their exact numbers (do not roll for their numbers until you enter the room). Once you know what monster is in the room, that monster may not surprise the party, and you may decide to avoid the room and take an alternative route, or come back to the room later. You may attempt to listen only once per door, even if you have multiple characters with this skill. If the roll fails, the monsters on the other side are simply being silent or motionless, or there is nothing to be heard.

Arcane Tanner (B, Wi)

The character may use the skin of certain magical beasts to create special garments. The two possible in this book are phasing panther skin and dragon skin. Adventures may add other skins.

Phasing panther skin: this bluish cape allows the wearer to cast the Escape spell once per adventure as if he were a level 6 wizard. The effect is clearly magical in nature, so barbarians will not use it, but all other characters may use it.

Dragon Skin: The character may use the skin of a dragon to create a garment that gives the wearer a +1 to all saves versus dragon breath and +1 to Defense rolls against dragon attacks. This garment is not magic and may be used by barbarians.

Both of these skins are not considered armor and may be worn even by characters (of all sizes) that are not allowed to wear armor, like wizards. The Defense bonus is cumulative with other bonuses from armor and shield. The skins may be worn over other armor. They may also be sold for 150 gp each.

Berserk Fury (B)

A barbarian with this skill may use his rage attack twice per adventure. This skill does not affect ranged attacks.

Brawler (B, W)

The character's unarmed attacks are at -1, not -2.

Combat Acrobatics (H, E)

The character with this skill may trade places in the marching order with another character during combat. Elves vault in the air over their friends, while halflings are pretty good at moving under the other characters' legs. Exchanging places requires a full turn, so the acrobatic character may not perform an attack while doing so.

Commanding Presence (Wi, W)

If a character with this skill is in the front places of the marching order, all characters have +1 to save rolls versus fear or terror. Hirelings have +1 to their morale rolls. The bonus also applies when the party is attacked from behind in a corridor or in a similar surprise situation.

Continual Light (Wi, C)

The cleric or wizard may create a magical light that is equivalent to a lantern. The light is cast on a holy symbol or on a coin hanging from a necklace, allowing the character to shine it as a flashlight or hide it when needed. The light turns off if the character is killed. This skill is useful to free one hand, but if the user dies, and you have no lantern, the party will have to retrace its steps out of the dungeon and fight with the darkness modifiers as explained in *Four Against Darkness*. The Cleric may also cast it in combat, by forfeiting his attack for that turn.

This ability is magical in nature, but does not use up one of the spell "slots" for the spell caster. Note that the character may cast the spell on an object worn by another character.

Create Holy Water (C)

Prior to each adventure, a cleric with this skill can create one vial of holy water. Producing it costs 10 gp per vial.

Culling of the Weak (B, W, D)

This skill applies only once per combat encounter, on the first successful Attack roll performed by the character. Note by how many points his Attack roll beats the minions' level. One additional minion is slain per every full TWO points over the required target number.

> *Example: the character attacks a level 7 minion and scores a total of 13 on his Attack roll. 13 is 6 points above 7, so 3 additional minions, for a total of 4 minions, are slain.*

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This skill has no effect on boss monsters.

Danger Sense (B, R, H, E)

If a character with this skill is in the rearguard (position 3 or 4 of the marching order), attacks from wandering monsters do not surprise the party. The party will attack before the monsters and will enjoy the protection of shields against them.

Deadly Accuracy (E, H)

The character has +1 to Attack rolls when using a bow (elves) or a sling (halflings).

Dead Shot (E, H)

The character may reroll all failed attack rolls performed with a ranged weapon.

Deadly Strike (W, B)

The character with this skill may, once per encounter, inflict two wounds when striking with a two-handed weapon or two-handed mace. This is not cumulative with other skills that increase the damage delivered by the character's blow. You must decide to use this skill BEFORE rolling to hit. If the blow is successful, you inflict two hits. If the blow does not hit, the attempt for that encounter is wasted and you cannot use the ability until you encounter another enemy.

Detective (W, R)

The character has a +1 when searching an empty room, but a success may be used only to find a clue (not to find hidden treasure or a secret door).

Double Attack (W,R,E)

The character with this skill can perform two Attack rolls per turn. Attacks may be directed at the same target or at two different targets, as you see fit. This skill may be used with hand weapons only. A character may not use this skill with a light weapon or a two-handed weapon. This skill may be used only once per encounter.

Dragonslayer's Strike (D)

The character's first Attack roll, if successful, is at +1 and inflicts 2 wounds on a dragon if it hits. This skill works only on the first attack performed against a dragon. After one turn, the dragon will realize that he is fighting a dragonslayer and will adopt a fighting stance that protects him from this skill.

Dying Action (W, B, D)

When the character loses his last life point, he may perform an Attack roll at +1 before dying.

Gladiator (W,B)

The character attacks and defends at +1 in any fights generated by the Trial of Champions monster reaction.

Impervious (W, B, D)

The character has learned to anticipate the move of a certain type of attacker. Choose one monster type from any minion or vermin table from *Four Against The Abyss* or *Four Against Darkness*. The character has +1 to all Defense roll against that monster. Write it on the play sheet as "Impervious to" followed by the monster's name, e.g. impervious to goblins, impervious to skeletons, etc. A character may take this skill multiple times, becoming Impervious against more than one monster type.

Intuition (H, R, Wi)

If a character with Intuition is in the party, you may treat a roll of 4 on the search roll as a 5. This skill may NOT be combined with the Detective skill.

Knife Throwing (Wi, W, R, H)

When armed with a light slashing light hand weapon (such as a knife, dirk, or dagger), the character may throw it (at -1 on the Attack roll, as normal for a light weapon) using it as a ranged weapon. The character loses the knife until the end of the encounter. At that point he can pick it up from the floor or from the body of a slain opponent. A character may carry up to 5 knives in a bandolier. The character can draw and throw a knife (or draw a knife and use it as a hand weapon) with a single attack action.

Lesser Necromancy (Wi)

When a friend dies, a wizard with this skill may perform a ritual on a dead comrade. The Wizard rolls d8 +L, trying to roll higher than the deceased character's level. A roll of 1 is always a failure and a roll of 7 or 8 explodes, as usual. If the roll is successful, the deceased character comes back to life as an undead creature, with half the maximum life points he had when he was alive (for example, a barbarian who had 10 Life points will come back to life as a 5 Life points creature). The character's level will be the same as when he was alive, minus 1, with a minimum level of 1. The undead

creature will have no class abilities or bonus to attack or defense rolls, and he will fight for the party until destroyed. A friend reanimated by lesser necromancy may NOT be resurrected later. A wizard may control a single undead at a time, and may automatically destroy the reanimated corpse at any time. If a cleric in the party uses the Turn Undead skill while a reanimated character is in the group, the reanimated character will turn and flee.

Negotiator (Wi, E, R, H)

When rolling a monster's reactions, you may alter the rolled result by 1 upwards or downwards if doing so would give you a result other than Fight or Fight to the Death.

Orcslayer (E, D)

The character gets +1 to Attack rolls when fighting orcs (any creature with the word "orc" in its name, including orc hordes).

Poison Resistance (D, H, B)

The character can reroll a failed save versus poison.

Protective Incense (C, Wi)

The character can, once per encounter, protect himself or another character in the party (including a barbarian, if needed) with a special blessed incense. The protected character gains +1 to Defense rolls against demons and undead. This bonus is cumulative with other Defense bonuses from magic items, armor, shields, etc.

Quick Footed (E, H, R)

When the character receives an attack while leaving a combat or withdrawing, he defends at +1.

Scroll Maker (W, E, C)

The character with this skill may create one magic scroll before each new adventure. He can only create a scroll containing a single spell that he could cast. Clerics may only create scrolls with the Blessing spell. Creating a scroll requires special materials costing 80 gold pieces. The materials are destroyed when the spell is cast, so you cannot reuse the parchment.

Shield Bash (W)

The character has learned to use his shield offensively. This skill may be used only by a warrior equipped with a shield. When the character rolls an exploding dice result on his Defense roll, he may immediately perform a free, out-of-sequence Attack roll at -1 at the opponent

against whom he is defending. This is a crushing weapon attack, delivered with the shield.

Spore Alchemy (E, H, Wi, R)

If the party defeats any fungus men or shrieking fungi, the character may prepare a dose of sleep spores that may be thrown at an enemy. This counts as a single use of a Sleep spell. It will not affect monsters described as immune to Sleep or immune to poison, or other fungi monsters. Throwing the spores counts as the character's attack for that turn. The spores may be used only by the character with the Spore Alchemy skill. They are too delicate and dangerous to handle for characters without the skill.

Spot Weakness (R, Wi)

When an Attack roll hits with an exploding dice result, the character inflicts an additional wound. This ability works only on bosses. The character still gets to explode the die.

Stabbing Attack (R, Wi)

You may attack twice in a turn with a light hand weapon such as a dagger. Note that, unlike Double Attack, you are not limited to use it only once per encounter.

Stone Mastery (D)

When you perform a search roll, you may count a 4 as a 5, but you may use the result only to find a secret door (not a hint or hidden treasure).

Strong Will (Wi, C, D)

The character ignores the first Madness point he receives in an adventure, and saves at +1 versus fear and terror effects.

Super Logic (Wi)

The wizard adds +1 to all puzzle rolls.

Sworn Enemy (R, W)

Choose one monster type from any minion, boss, or weird monster table. That monster hates the character with the Sworn Enemy skill, and will attack him whenever possible. The character gets +1 on Attack rolls against that monster. The bonus from this skill is not cumulative with the bonus by the Orcslayer or Dragonslayer skills.

Terrifying Savagery (B)

When a barbarian with this skill kills a minion and causes the minions to test morale, the morale roll is at -1. The modifier is not cumulative if there are multiple barbarians with this skill in the party.

Turn Undead (C)

The character can cause 1d6 undead to flee. This skill may be used only once per encounter. Using this skill requires performing a successful d6 roll against the level of the Undead. The cleric adds half his level (+½ L) to this roll. If more than one type of undead are present, the skill will target the lower-level undead. For example, in an encounter with a vampire and 5 skeleton minions, the ability will be directed at the skeletons (unless the party destroys all the skeletons first and then the cleric uses the Turn Undead ability on the Vampire).

To use this ability, the cleric must use a hand to hold a holy symbol in front of the undead creatures.

Vampire Hunter (C, W, Wi)

A character with his skill adds +1 to his Attack rolls when fighting vampires, and may attack them even without stakes or a magic weapon. See also the Vampirism chapter for other uses of this skill.

Withstand Pain (B, W, D, R)

Once per encounter, the character ignores the first point of damage received in that encounter.

Whirlwind of Steel (W, B, D)

This skill is usable only against minions. When you kill a minion with an attack, you may immediately attack another minion at -1 during the same turn. You may perform a maximum of three total attacks in a turn (so a normal attack, a second attack at -1 if the first kills a minion, and a third attack at -2 if the second attack also kills a minion). This skill may not be used cumulatively with Double Attack or other skills that allow for multiple attacks. If your first attack is not enough to kill a minion, for example if you roll a 3 while fighting level 4 minions, you may NOT perform the additional roll. When using this skill, you may NOT explode your dice. A character may use this skill only if holding a hand weapon or a two-handed weapon. An unarmed character may not use this skill. This skill may be used only once per encounter.

Expert Spells

Expert spells are expert skills. They may be learnt by a wizard or an elf with a successful xp roll. The wizard or elf must be at least 5th level to learn them. The new spell is added to the character's repertoire, and can now be cast once until the end of the adventure. In future adventures, the spell may simply be chosen as one of the character's spells for the adventure. A character may memorize multiple copies of the same Abyss spell if he wants.

> *Example: Blarg, a 6th level wizard, attempts an xp roll to learn Mass Teleport. He rolls a 5. Success! Instead of gaining a level, Blarg has added the Mass Teleport spell to the spells that he can use. He now can use Mass Teleport once until the end of the current adventure. This spell is now part of his repertoire. In future adventures, he could prepare multiple instances of this spell.*

Abyss Scrolls

When a scroll is found in the Abyss, roll d6 on the Abyss Scroll Table to determine which spell it contains. These scrolls may be used by any character of any level, except barbarians, but characters who are not wizards or elves will always count as level 1 for casting purposes.

Selling Abyss Scrolls: A scroll may be sold for 150 gp per spell it contains.

Learning Spells from Scrolls: A wizard or elf may also use the scroll to add the spell to his repertoire. The scroll is destroyed in the process. The spell is added to the list of spells that the caster may prepare. Learning a spell from a scroll does not require an xp roll. Note that learning the spell from a scroll does NOT give the character another spell use, it simply gives the character the option to include that spell in the spells prepared for an adventure.

Expert Spell List

Healing Surge: All the characters in play, excluding the caster, heal 2 life. All vampires in play (minor and major vampires from the boss and minion tables in this book) automatically lose 2 life.

Infallible Missile: This spell automatically inflicts 1 wound on a single target. Roll a die: on an exploding result, you may inflict another wound on the same or another target, and you may roll a die again, and so on, until you fail

to roll an exploding result. If you are fighting against a boss, you may inflict multiple wounds to the same boss. On minions, each wound will kill one minion.

A wizard of 8th level or above can create TWO infallible missiles each time he casts this spell, and direct them at the same target or at two different targets, redirecting the additional wounds as he sees fit.

Lifeforce Control: This spell allows a wizard to wound himself to heal any one party member. For example, a wizard may lose 3 life and heal up to 3 life on another party member. This spell may also be cast against a vampire, inflicting the same number of life points to the creature and the wizard.

Mass Teleport: The wizard may use this spell like an Escape spell, but for the whole party. In addition, the wizard is not limited to use this spell only to escape the dungeon, but may use it to teleport himself and his friends to any other room that your party has already visited. However, the spell is taxing, and the wizard takes 1 wound per person transported beyond himself. For example, a wizard teleporting himself and two friends will lose 2 Life points. You are not forced to teleport the whole party, but friends left behind are supposed to be killed by the dangers of the dungeon.

Aura of Terror: The spell causes a monster (boss or groups of minions) to make a morale roll. Undead, monsters who never make morale rolls, final bosses, and monsters with a Fear attack (any monster whose description asks you to save versus fear) are immune to this spell. If cast in an encounter with minions led by a boss, roll to affect the boss. If the boss flees, the minions flee too. If the boss is unaffected, the minions DO NOT have to make a morale roll.

Reverse Gaze: If the wizard is asked to save versus a gaze attack, like the medusa's petrifying stare or the catoblepas gaze, the wizard may automatically cast this spell on the monster. The wizard is safe from the gaze attack. In addition, roll d8 + the wizard's level versus the monster's level. If the wizard wins, the monster is affected by his own gaze (a medusa is turned to stone, a catoblepas is wounded). The same will happen to other monsters in supplements or adventures whose powers are described as a gaze attack.

Hirelings

When you enter the expert tier, you may hire retainers and professionals to help you in your adventures. Bear in mind that hirelings are not adventurers, so they may easily die and run away. Still, they can be useful allies.

There are two general types of hirelings: **retainers**, who accompany your party in adventures, and **professionals**, who do not enter the dungeon but offer their services to help the party between sessions.

Hirelings are 0 level characters. They do not make xp rolls and do not level up. They use a standard d6 for their rolls, so often they will be able to pass saving throws and hit high level monsters only if their die roll explodes.

Hirelings keep their money home. You pay them before the adventure and they put the money away. You may not use their money to bribe monsters or to pay for equipment, and you do not collect their money if they die during the adventure. The party is required to pay for any equipment that they want to give to the hireling. If a hireling dies, you do not get your money back – it is used for funeral expenses or as heirloom to their offspring.

General Rules for Retainers

A party may have a maximum of two retainers. More would slow down the party and be too difficult for you to keep track of, but feel free to hire more if you play *Four Against Darkness* as a cooperative, rpg-lite dungeon game where each character is run by one player.

Retainers must occupy a space in the party's marching order, like any other character. A bodyguard (see below) must be next to the character he/she is protecting. An acolyte must be next to the cleric he/she is helping.

Each retainer has a hiring fee, in gold pieces. The fee is per adventure, and must be paid in advance. Retainers do not expect to receive a share of the treasure found. However, if you do so, and assign to hirelings a portion equal to twice their initial hiring fee, that hireling will have a +1 to his morale rolls.

If a retainer dies and you want to pay for his or her resurrection, you can do so. The resurrection ritual will automatically be successful. The resurrected hireling will become fanatically loyal to the

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party, never having to pass any morale roll during the game.

Retainers roll morale whenever another retainer or a party member are killed, turned to stone, or lose their sanity entirely. Make a separate d6 roll for each retainer, with a success on a 4+, or on a 3+ if the party includes at least a character with the Commanding Presence skill. Those who flee are engulfed by the darkness of the dungeon and are never seen again.

Acolyte (8 gp)

An acolyte is a young cleric that helps a cleric to perform religious rites. If the party has no cleric, you may not hire an acolyte. If your party has more than one cleric, the acolyte must be assigned to a specific cleric. If an acolyte is present, once per adventure, a cleric in the party may make a d6+L roll after casting a Blessing. If the result is 7 or better, the Blessing is not spent.

An acolyte has 2 life and may use any one-handed weapon and light armor. He may not use two handed weapons or shields because he is supposed to hold the cleric's religious paraphernalia (censer, holy water sprinkler, prayer beads, and so on). The acolyte can read and may be given scrolls to use.

The acolyte remains with the party if the cleric is killed. However, he will carry his master's body out of the dungeon to give him proper burial rites or, if the funds allow for it, a resurrection ritual.

Bodyguard (30 gp)

A bodyguard has 3 life points. He is a competent fighter who is assigned to protecting a specific character. Any time that character is attacked, you may take the attack on the bodyguard instead (even if it is an attack directed at a random target). Between rooms, you may reassign the bodyguard to a different character. A bodyguard is a 0 level warrior. He or she has no bonus to attack rolls, but may use any weapon (with a two handed weapon he would have a +1 to his Attack rolls as normal) and wear any armor. If you choose to dismiss the bodyguard (not paying his retainer's fee before the next adventure), you get back his weapons and armor.

Bodyguards go into dungeons expecting some trouble and have a +1 to their morale rolls.

Dungeon Guide (28 gp)

A guide is an expert of the local dungeon. He is tasked with drawing

a map and knows his way around the dungeon. If you employ a guide, once per adventure you may do one of the following:

1) Reroll a room content roll;
2) Reroll a wandering monsters roll;
3) Reroll a search roll.
4) Reroll a room roll.

A guide has 2 life and may wear light armor and use a light weapon.

Lantern Bearer (4 gp)

A lantern bearer is a person tasked with carrying the party's lantern and refilling it with oil at appropriate intervals. If the lantern bearer dies or flees, he will drop the lantern and another party member or another hireling will have to pick it up. Lantern bearers have 2 life and may be equipped with light armor and a one-handed weapon of your choice.

Man-At-Arms (20 gp)

A man-at-arms may be hired only by a party that has no warrior, barbarian, or dwarf in its ranks. A man-at-arms may wear any armor or shield and use any weapon. He is by all accounts a 0 level warrior. He has 4 life points and +1 to morale and attack rolls.

Minstrel (6 gp)

A minstrel is a traveling player whose job is to lighten the gloom of those around him. Once per adventure, the minstrel may sing a heart warming song that will let every character remove one point of Madness. A minstrel has 2 life and may use a light weapon only. He needs one hand to carry his musical instrument at all time.

Porter (4 gp)

A porter is a strong person who can carry up to 400 gp of treasure or up to two bulky objects. Porters have -1 to their morale rolls. They are not supposed to face danger! They drop all treasure if they run away.

Porters have 2 life points and no equipment. If you want, you may equip them with light armor and a light crushing or slashing weapon.

Rat Exterminator (6 gp)

This person is a trained rat-catcher. In any encounter with rats, the exterminator will automatically kill d6 rats with an attack action. In addition, the Rat Exterminator has +2 on Defense rolls against rats. A rat exterminator has 2 life and may

wear light armor. He can be equipped with a one-handed weapon of your choice.

Spear Carrier (12 gp)

This retainer is paid to carry a character's shield and/or weapon, not necessarily a spear. When that character needs to change weapon, or to ready a shield, he does not have to forfeit an attack to do so. The spear carrier has 2 life and may be equipped with light armor. He may use whatever armament he is carrying. Once he has given the weapon/shield to their owner, the spear carrier will fight with a sword (slashing hand weapon).

Surgeon (25 gp)

A surgeon is a medic tasked with cleaning and stitching wounds. In addition to the effect of bandages, a surgeon may heal two life per character per adventure. Surgeons have 2 life and may not wear any armor or shield. They may use a light weapon. Surgeons can read and may be given scrolls to use. They are assumed to carry one bandage that they will use on themselves if wounded.

Professionals

Professionals are hirelings that do not go on adventures. Their services are used between adventures, when the party is recuperating from an adventure and preparing for the next mission. The fees shown are per each use. As they do not take active part in adventures, they have no combat stats or armaments. A party may use the service of up to three professionals between an adventure and the next. You may use all the services on a single character or divide them among your characters as you see fit.

Alchemist (50 gp)

An alchemist is paid to create potions for the party. Alchemists are rare. You may have a single alchemist at your service. Before an adventure, you must state on which potion your alchemist is working. Each potion has a difficulty rating and a material cost in gold pieces. At the end of the adventure, when you go home, the potion will be ready if the alchemist rolls the difficulty number on a d6. The material cost must be paid in advance, as it represents rare minerals or ingredients that must be

provided for the potion to work. A potion must be chosen from the following list:

1) **Potion of Healing** (described in *Four Against Darkness*). Difficulty: automatic (no roll needed), 10 gp.

2) **Potion of Darksight**. Difficulty 2, 15 gp. The character drinking this liquid will be immune to the -2 attack and defense roll modifiers when fighting without a lantern.

3) **Potion of Vigor**. Difficulty 2, 10 gp. The character drinking this potion will be at +1 on any save roll versus poison or gas and will be immune to the dark plague for the duration of the adventure.

4) **Garlic Poultice**. Difficulty automatic (no roll needed), 1 gp. The character using this poultice will be immune to the level-draining special ability of vampires for the whole duration of the adventure. He will still take damage from vampires. The poultice may only be applied before the adventure.

5) **Powdered Silver**. Difficulty automatic (no roll needed), 20 gp. The character wearing this silver powder on his body will have a +1 to all Defense rolls against werewolves. Applying the powder is a long process and may not be performed once the adventure has began.

6) **Elfblood Ointment**. Difficulty 3, 35 gp. A character applying this ointment before an adventure is immune to the paralysis of any ghoul or ghoul dragon.

7) **Mindworth Extract**. Difficulty 4, 60 gp. Mindworth is a rare wild herb that grows only on Mount Larunn. A character drinking this bitter juice will be at +2 to defend against psychic attacks from mind screamers for the duration of the whole adventure. In addition, the character will have +2 to save rolls versus the power of tentacled brains.

8) **Elixir of Long Life**. Difficulty 5, 1000 gp. Upon drinking this concoction, the character will be infused with an unnatural vigor. If the character is killed, roll d6 and add the character's level. On a 6 or better, the character does not die, but immediately heals 1d6 lost life points (up to his maximum life point total as per his level and class).

Bladesmith (6 gp)

A bladesmith may be paid to hone a character's slashing weapon. This must be the character's main weapon, the weapon that he is going to use as he steps into his next dungeon. During the first combat encounter, the character will add a +1 to his attack rolls due to the sharpness of the weapon. This bonus will not apply against any monster that gives a penalty to attacks with slashing weapons. Once this combat encounter is over, the blade loses its special edge and the bonus is lost until the bladesmith is hired again.

Confessor (6 gp)

A confessor is the fantasy equivalent of a modern-day psychologist. By visiting a confessor, a character may remove one Madness point. The 6 gold pieces cost is the fee for one consultation.

Fortune-Teller (15 gp)

The character visits a fortune teller who gives him a palm or tarot reading. Roll 2d8 and choose one of the results. During your next adventure, the character may use that number rolled on that die as the result of any one roll during the game. You may not hire more than one fortune-teller prior to each adventure, as this is known to bring back luck. Barbarians may not visit fortune-tellers.

Herbalist (10 gp)

The character hires an herbalist who prepares remedies for the character to drink. During his next adventure, the character will have +1 to any save roll versus poison or disease.

Poison Expert (25 gp)

The character (who must be a rogue of level 5 or higher) hires an apothecary or assassin to envenom a slashing weapon or a single arrow. The first attack from that blade will be at +1 against a minion who is not an undead or otherwise immune to poison. Against a boss, the rogue rolls d8 +L against the monster's level. On a success, the poison reduces the monster's level by 1 until the end of the encounter. The poison wears off after a single use. Multiple doses against the same monster will not have any additional effects once the monster's level has been reduced by 1. Undead monsters, dragons, elementals, and golems are immune to poison.

Sage (10 gp)

The character pays for the services of a wise man or woman who instructs the character on the local legends and lore. During the next adventure, the character will count the first clue he finds as two clues.

Silversmith (20 gp)

The character pays the silversmith to have a bladed weapon be coated in silver. The weapon must be a slashing hand weapon. A two-handed slashing weapon may be silvered too, but the cost would be 40 gp. A character may also choose to have five arrows silvered instead of a single hand weapon. In that case, the arrows may be shared with other bow-armed characters as desired. Silvered weapons have +1 on Attack rolls against were-wolves and other were creatures.

Shieldmaker (8 gp)

A shieldmaker is hired to reinforce a character's shield. That character will be allowed to reroll the first Defense rolls he fails in a game, unless his shield did not count for that defense roll (e.g., when defending from attacks that are described as ignoring shields, such as mental attacks from mind screamers). Once the reroll is used, the bonus is lost until the shield-maker is hired again. In addition, the character's shield is now immune to breakage (a shield may be shattered by certain monsters with certain combat results).

Storyteller (5 gp)

The character pays a storyteller to sing stories of his previous adventuring successes and the deeds he accomplished. During the next adventure, the character's popularity will give a +1 on the first morale roll performed by all retainers, as long as the character is still alive.

Tailor (10 gp)

The character hires an expert tailor to fashion exquisite clothes for him. During the next adventure, the character's clothes will be so splendid that the character may alter by 1 the first reaction roll done by a monster IF that monster's reaction table includes the Bribe result. The roll may be altered by 1 up or down if doing so would result in a bribe. Once this effect has been used once, the bonus is lost. By the end of the adventure, the character's clothes will be dirty and ruined that he will have to hire the tailor again if he wants to use the bonus in his next adventure

Madness

Certain events and encounters in the game may cause a character to gain Madness points. These are a measure of how supernatural encounters erode the character's sanity. A character who has accumulated one or more Madness points becomes suspicious of others. You may not move items or gold from that character to others. In addition, if the character total Madness points are higher than his level, the character runs away in the dungeon, never to be seen again, carrying away all of his possessions.

Wizards resist Madness better than others, due to their familiarity with the occult. Add one to the wizard's level for purposes of resisting Madness. For example, a 5th Level wizard becomes insane when he gains 7 Madness points.

Recovering sanity: A Blessing spell, an uplifting story (see Secrets of the Abyss) and the song from a minstrel (see Hirelings) may be used to remove 1 Madness point during the adventure.

Exiting the dungeon heals 1 Madness point per character, as long as the party has slain at least one boss monster.

Visiting a confessor after the adventure removes 1 Madness point. The consultation with a confessor costs 6 gp per character. Each character may remove a single Madness point between adventures. Any remaining Madness points are carried over to the next adventure.

Training

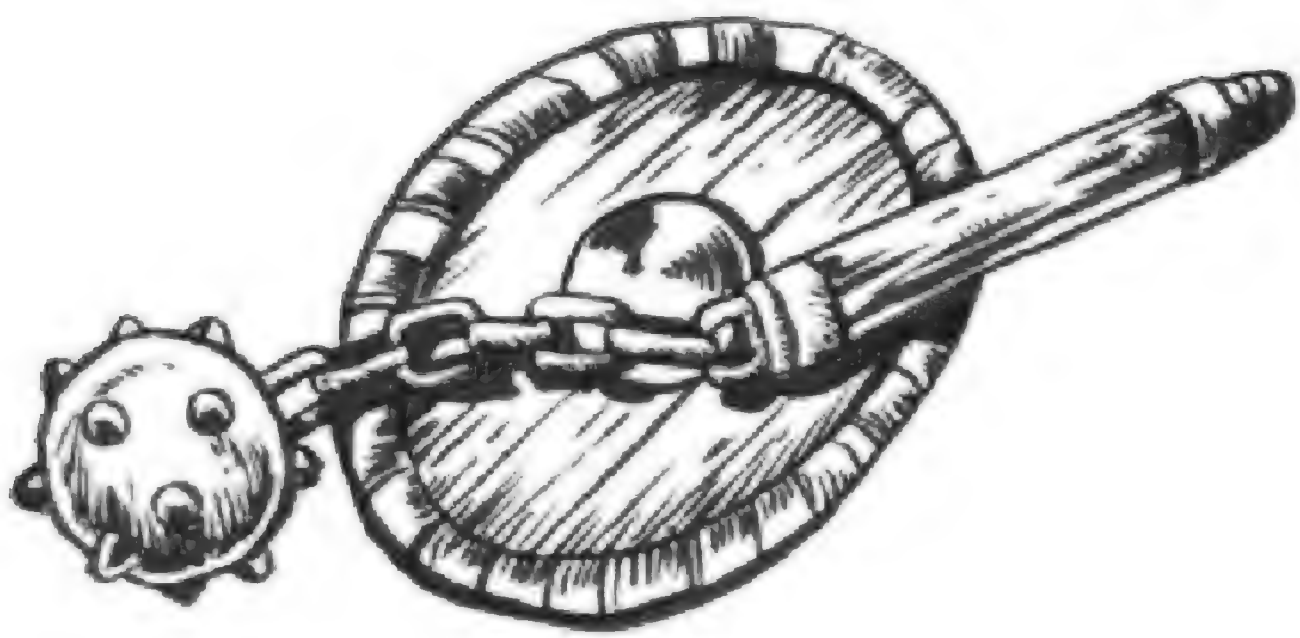
As an optional rule, characters with plenty of available funds may spend money to hire teachers and trainers between sessions. This represents the characters going to the best schools or asking for the help of higher level adventurers who teach them a few tricks of the trade. You may train each character in your party once between adventures. **The cost for training is 100 gp x the character's current level**, e.g., a 6th level character would pay 600 gp for a training session. At the end of the training session, the character may attempt one XP roll. The XP roll may, as normal, be used to attempt to level up, or attempt to learn an expert skill.

The money is spent even if the roll fails.

If you are training multiple characters, you must first spend money for all of them and then perform all of their XP rolls.

> *Example: You have plenty of funds and decide to train your 6th level warrior and your 7th level cleric. First you spend a total of (6x100)+ ((7x100) gp= 1300gp, then you attempt an XP roll for the warrior and then one for the cleric.*

No matter how much money you have for teachers, study is not a complete substitute for first hand experience. **Each character may train only once between sessions.** You may spend money on training again after another adventure in which the party performed at least one XP roll. Adventures where the party did not perform any XP roll do not count.



Vampirism

Both minor and major vampires may be encountered in the Abyss. Whenever a character takes damage from a vampire, the character must save versus the vampire's magic level or lose one level. This represents the blood loss and energy drain caused by the monster's blood-sucking and icy touch. A character with an alchemist in his service may use a garlic poultice. The poultice will not prevent the vampire from hitting the character, so the character will still take damage from the vampire's attacks, but it will prevent the energy drain, as the vampire will be too disgusted to suck the character's blood.

When a character loses a level, he also loses the life point that he gained when he leveled up and all the advantages gained with the level. For example, a wizard will lose one spell from his current unused spells, if he has any when he is bitten, a warrior will lose his bonus on Attack rolls, and so on.

If the character's level becomes 0, or if the character loses the last of his current life points due to this level drain, it will not be possible to perform a resurrection ritual on the victim. The character will rise again as a vampire. There are two options: burn or stake the character's body before he rises, or try to kill the vampire that caused the character's demise and then resurrect the character. If the vampire is not killed in combat (for example, because the vampire fails his morale roll and flees from the combat encounter, or because the party withdraws) you may spend two clues to meet the vampire again in the next room or corridor you enter. Spend only one clue if you have a character with the Vampire Hunter expert skill. Do not roll for room content. The vampire will not have healed his wounds, but there is a 2 in 6 chance that he will be accompanied by a random group of minions from the Minions Table.

The Dark Plague

The lower levels of dungeons are infested by terrible diseases. The most common is the dark plague, a contagious disease. The dark plague comes into play as a random event. A character coming into contact with the dark plague must save versus a level 10 disease. Halflings are naturally resistant and add half their level to this roll.

Infected characters roll d8 every time they step into a room. On a 1, they lose 1 life point.

If a character is infected, you can send him away. Have the character retrace his steps to the dungeon's exit alone, rolling for wandering monsters as usual. If you keep him in the party, all other characters must save vs the plague as soon as they step into the next room. One roll per room is required, until all characters are infected.

A Blessing spell may be used to heal the plague, but is successful only if the caster rolls 10 or better with a d8+L roll. If the roll fails, the spell is wasted. A caster may try as many times as he wants.

If you have a loaf of elven bread, you may eat that to automatically heal the Dark Plague. One loaf is enough to heal a single character.

A sick character who manages to exit the dungeon can pay for multiple Blessings at the local church. Assume that the cleric casting the Blessing is level 5 and rolls a d6, so the roll will succeed on a 5 or 6. The sick character can try multiple times, as long as he has money to pay the casting of a Blessing spell.

A character who makes the initial save versus the plague, or one who is healed with a Blessing, or one who eats a loaf of elven bread, is immune to the plague for the duration of the adventure. He may contract the disease again in other adventures.

Lycanthropy

Any character wounded by a werewolf must save versus a Level 5 infection at the end of the encounter. Halflings and elves are naturally resistant to lycanthropy and add half their level to this save.

The amount of life point lost to the werewolf's attacks is not important. As long as the character has lost 1 or more life points as a result of a failed Defense roll against the werewolf, he must roll his save.

An infected character will immediately develop an aversion to silver and drop any silver weapons or silver jewelry he is carrying (other characters may pick them up). The character will also refuse to carry the party's lantern, due to his bestial fear of fire. If at any moment the character's Madness points is higher than his level, the character turns into a werewolf (level 6 boss with 5 life points and two attacks) and attacks the party. The character is now controlled by the game (not by the player) and will fight to the death, attacking first the target with the lowest life point total in the party (include hirelings in the list of potential targets). The newly transformed werewolf will automatically attack first unless some other party member has the Danger Sense skill. The characters may want to use a Sleep spell on the werewolf to defeat him without killing their former friend, hoping to find a cure for his affliction.

Unfortunately, removing the werewolf curse is complicated. Healing and Blessing will not work. The party must exit the dungeon and take the infected character to a monastery, where he will spend time in meditation and prayer. The character will be administered a concoction of wolfsbane and other rare herbs. The process requires 400 gold pieces. At the end of the therapy, the character may perform the save again, at +1. If he fails, he may try again by spending another 400 gp. If he rolls a 1, the character dies of poisoning. If he dies, he can be resurrected as normal for 1000 gp, but his curse will be resurrected with him, and he will still be infected when he rises from the grave. If the roll is successful, the character shakes off the werewolf curses. If the die roll explodes, the character becomes immune to further infection.

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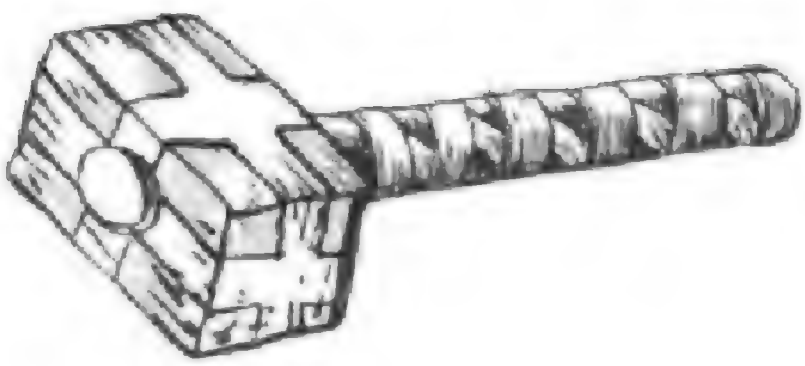
Campaign Plots

These optional rules are designed to put some purpose behind games involving random dungeon generation. Each plot is designed to run over a number a dungeons. Campaigns can be started out with a 1st or higher level party. Roll a d6 on the table below to determine the plot to be followed. Some events can be optionally extended to a larger campaign. In this case, treat a roll of 1-2 as 1, 3-4 as 3, and 5-6 as 5. The reward for succeeding each plot is that each surviving character gets d6 x 100 gp and one of your character gets an XP roll.

Campaign Plot Table (d6)	
1	Assassination
2	Rebellion
3	Entity
4	Invasion
5	Kidnap
6	Enchantment



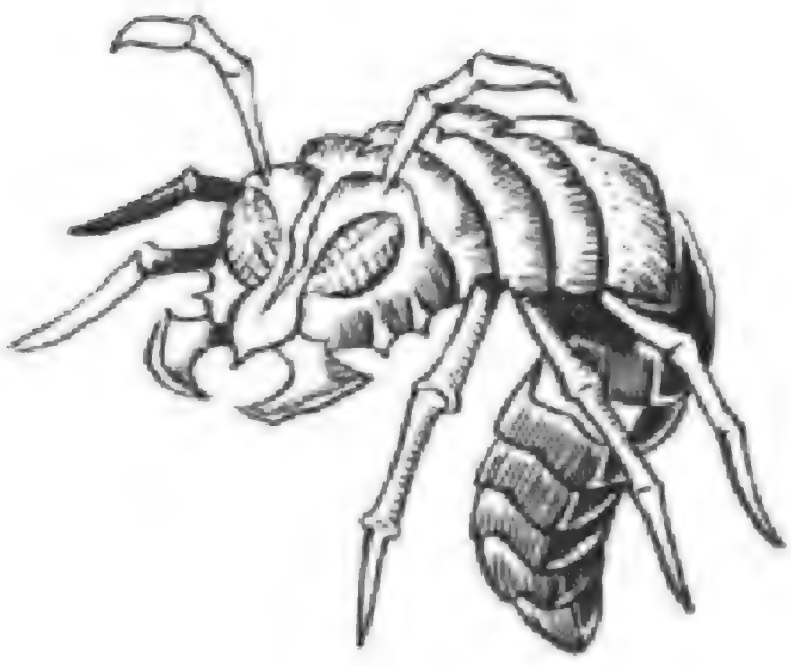
1: Assassination

The leader of your area (a king, a military or religious leader, or an underworld godfather) has died in mysterious circumstances, and the party is tasked with finding the perpetrators. For each final boss killed in the campaign, roll a d6. Add +1 for every previous final boss killed in other adventures. On a 4 or more, you gain an important piece of evidence about the assassins. Once you gain 3 pieces of evidence, the identity of the traitors and assassin is known, but the evidence must be given to the current leader. The party must survive an ambush by a group of skilled assassins. Roll for each character; they must save vs a level 6 assassination or die. A character may add their level to the roll, nothing that a 1 is always a failure. If at least one character survives, the evidence is delivered and the party wins. Any killed characters can be resurrected for 1,000 gp each.

Extended Campaign: The evidence you found was that the new leader is actually an evil usurper. He happily destroys the evidence and starts a reign of terror. A bounty is placed on your party. Treat this as a triggering event for 2: Rebellion for a longer campaign.

2: Rebellion

The current leader is a tyrant (could be a King, local lord, or underworld godfather), and the party is on the side of the rebels. The rebels need money to raise forces and fund the purchase of weapons. Once the party has been able to raise 3,000 gp in wealth to pay over the rebels, the tyrant is able to be toppled. All party members take part in the upcoming war. Roll d3, the result is the number of battles that are fought. For each battle, character must save vs 5 (adding +L), with a 1 being always a failure. On a failure, that character dies in the fighting. On a success, that character gets an XP roll. A character can be resurrected for 1,000 gp between battles. If at least one character survives all battles, the rebellion succeeds and the party wins.



3: Entity

A slight fracture has occurred in the cosmos, allowing a trapped evil entity to escape and wreak havoc upon the world. The fracture can be closed by re-joining 3 pieces from an ancient artefact. Whenever a roll is made on a magic items table in a dungeon, a piece of the artefact can be found instead in lieu of rolling. No more than 1 piece can be found per dungeon. Once the party has found the third piece, the evil entity will materialize for a split second. The vision is so horrifying that each character gains d2 Madness points. The planar split is sealed and the party collects its reward.

Extended Campaign: It becomes apparent that the artefact itself must now be destroyed. A great war begins as followers of the evil god invade and search for the artefact. Treat this as a triggering event for 4: Invasion for a longer campaign.

4: Invasion

A powerful army of evil is invading the lands. The enemy leader can be stopped only by destroying a seemingly indestructible ancient artefact. The party must discover how to destroy it. One character can carry it, and it can be passed to another character at any time. When first given to a character, he gains a Madness point. At the start of each adventure, he gains another Madness point. 9 clues need to be found and spent on discovering the artefact's weakness. The artefact can be destroyed by hurling it through a magical portal. Create a random dungeon using the rules in *Four Against Darkness*, but no larger than 10 rooms. The final boss is +2L higher (not +1L). When defeated, the artefact is destroyed by throwing it through the portal, but the character gains 2 Madness points in doing so. If Madness exceeds that characters level, he jumps through the portal as well, never to be seen again, being lost in the netherworld.

5: Kidnap

Prophets have foretold of a "chosen one", who is destined for greatness. However, the chosen one has been kidnapped by a group of mercenary minions. The party has been tasked with finding and returning him. For every group of non-undead minions met in a corridor, roll a die. You roll a d6 if the party is levels 1 to 5, or a d8 if the party is levels 6 to 9. If the result of the die roll is equal to or less than the level of the lowest level character in the party, the minions have the chosen one with them. He will be freed if those minions are defeated. If found, upon leaving the dungeon, and before getting back to base, the party is met by 2 bosses who ordered the kidnap (roll on boss table, and meet 2 of the same boss). Use the Abyss Boss table for expert parties. The party attacks first. The chosen one does not fight and will not take part. If the bosses are defeated, the party wins.

Extended Campaign: The two bosses were not the ringleaders. They were controlled by a powerful enchantress, who casts a spell over the chosen one. Treat this as a triggering event for 6: Enchantment for a longer campaign.

6: Enchantment

An evil enchantress has placed an important person (a princess, or child of a wealthy noble family) into a sleep from which he or she cannot be woken. There is an offer of a fabulous reward for those who break the sleep. The local Alchemist guild has determined that the only cure is a potion made from the blood of 3 different dragons. The party must kill 3 dragons. Once all party members are 3rd level or more, any final boss met will be a dragon rolled on the Abyss Dragon Table. Upon leaving the dungeon with the final 3rd vial of dragon blood, and before getting back to base, the party is attacked. The enchantress is actually a powerful Lich (result 6 from the Abyss Weird Monster Table), with boosts for being a final boss, and is also accompanied by d6 skeletal minions.

This is an ambush, and the enchantress attacks first. If the enchantress is defeated and at least one party member survives to deliver the dragon blood, the party wins.

ANDREA SFILIGOI

Abyss Room Contents Table (2d6)	
2	**Treasure.** Roll on the Abyss Treasure table. Then roll d6, on a 6 the treasure is guarded: roll on the Abyss Boss table.
3	**Treasure protected by a trap**. Roll on the Abyss Traps table and on the Abyss Treasure table.
4	Roll on the **Abyss Unique Events** table.
5	If corridor, empty. If room, roll on the **Abyss Special Feature** table.
6	Roll on the **Abyss Vermin** table.
7	Roll on the **Abyss Minions** table
8	If corridor, empty. Otherwise, roll on the **Abyss Minions** table.
9	Empty. Roll d6, on a 5 or 6 roll on the **Abyss Unique Events** table, rerolling any unique event that already happened in the current game. If you ran out of unique events, roll on the **Abyss Traps Table.**
10	If corridor, roll on the **Abyss Traps Table**. If room: roll on the **Abyss Weird Monsters** table.
11	Empty if corridor. If room, roll on the **Abyss Boss** table. Then roll d6, adding +1 for every boss defeated so far in the adventure, including bosses met as wandering monsters: if the result is 6 or more, or if the dungeon layout is complete, this is the Final Boss.
12	Empty if corridor. If it is a regular room, treat as 11, above. If it is a large room of at least 12 squares (rooms 23, 25, 34, 35, 36, 41, 44, 52, 56, 61, and 66 of the room generation pages in *Four Against Darkness*), the room is a dragon's lair. **Roll on the Abyss Dragons Table.**

When a room or corridor is empty you may search it, gaining a clue, a hidden treasure, or a secret door (your choice) with a roll of 5 or 6 on a d6. On a 1, wandering monsters will sneak on the party. Roll d6 to determine what type of wandering monsters appear: 1-2 vermin, 3-4 minions, 5 weird monster, 6 boss, then roll on the appropriate Abyss monster table.

Abyss Traps table (d6)	
1	**Dart Shooting Mechanism**. This trap (level d8+3) attacks one random character with a poisonous dart. Each character failing to save vs the trap's level must save vs level 4 poison or take 2 wounds. Halflings and rogues add +L to the save vs the trap. Barbarians add +1 to save vs the poison.
2	**Giant Metal Ball**. This huge spiked ball rolls toward the characters. It attacks all characters, inflicting 1 wound on every character who fails to save vs its level (7 if the party in a room, 9 if the party is in a corridor). Rogues add +L. Halflings, swashbucklers, and elves add ½ L. Other characters add +1 if wearing heavy armor and +1 if using a shield.
3	**Crocodile Pit Trapdoor**. A trapdoor opens beneath the feet of a random character. The character must save vs the trap's level (6) or fall into the fighting pit below, taking 1 wound from the fall. In the fighting pit, the character is attacked by a level 7 spiked crocodile with 3 life. The crocodile strikes first and fights to the death. If the party has a rope, they may help the character out of the pit. A character trying to climb out receives an attack from the crocodile. If the party has no rope, the character may climb out only after he has slain the crocodile. Remains of previous victims in the pit have a 2 in 6 chance of having 8d6 gp in treasure, but they may be inspected only after slaying the crocodile.
4	**Guillotine**. A sharp, heavy blade falls from the ceiling onto a random character. The character takes 3 wounds if he fails to save vs the trap's level (d6 + 2). Elves, swashbucklers (from the *Dark Waters* adventure) and halflings save at +1. Rogues save at +L.
5	**Electrical blast**. All characters must save vs level 7 electricity or take 1 wound.
6	**Steel Spear**. A spring-loaded mechanism throws a heavy steel spear at the party. Each party member in marching order may try to dodge the spear by passing a level 7 save (Rogues add +L, elves and halflings add +½ L) or may try to block it with a shield (make a Defense roll vs level 9, adding bonus for shield and armor; dwarves, barbarians, and warriors add +L). A successful dodge means the character ducks away and the spear continues its flight towards the next character in marching order. A successful block means the character's shield is destroyed but the spear's flight is stopped. On a failed dodge or block, the character takes d3 wounds and the spear continues its flight toward the next character, but its level is reduced by 1 (so now dodging it is a level 6 save and blocking it with a shield is a defense versus a level 8 attack). Only characters with shields may try to block the spear.

Abyss Treasure table (d8)	
0 or less	No treasure found.
1	D8 x 5 gold pieces or one non-magical weapon of your choice.
2	4d6 x 10 gold pieces or one item from the Useful Stuff table (choose).
3	A scroll with a random spell from the Abyss Scroll table.
4	One gem worth 3d6 x 20 gold pieces.
5	One item of jewelry worth 4d6 x 15 gold pieces or one item from the Useful Stuff table (your choice).
6	One random magic item from the Abyss Magic Treasure table.
7	One random item from the magical defense table
8+	One random item from the magical defense table OR 4d6 x 25 gold pieces (your choice).

Abyss Hidden Treasure Complication (d6)	
1	An alarm goes off, attracting wandering monsters to the room!
2	The treasure is an illusion and disappears as soon as you touch it. Any Dwarves in the party must save vs level 5 or gain 1 Madness point.
3	The treasure is protected by a trap. Roll d6 to determine the trap's level. A rogue may try to disarm the trap. If you have no rogue, the trap attacks a random adventurer, inflicting d3 wounds if he fails to save.
4	The treasure is bulky: a huge tapestry, a statue, etc. It will require two characters to carry it out of the dungeon. Those two characters will have a -1 on their Defense rolls if attacked by wandering monsters. Good news: the treasure's GP value is doubled.
5	Two random party members fight over the treasure. Both have to make a Defense roll versus each other's level +1, or take one wound from each other's attacks. After this brief fight, the characters manage to regain their composure.
6	The chest is actually a creature, a chest monster (level 5 weird monster with 6 life points). If a rogue manages to beat its level with a d6+L roll, the rogue manages to shout a warning and the creature does not surprise the party. If the rogue's roll fails, or if there is no rogue in the party, the monster attacks a random character, inflicting 2 wounds on a successful hit. The chest monster cannot move so your party is not attacked if they want to withdraw from this battle. If you remain in the room and defeat the chest monster, you may take its treasure as normal.

	Abyss Vermin table (d6)
1	**2d6 black orc bandits** Level 6, normal treasure. Reactions: 1–3 bribe (50 gp each), 4–6 fight
2	**D6+2 shrieking fungi**, level 6, no treasure. Spells are cast at -1 due to the distracting shrieking of the creatures. The fungi do not attack, they just emit high wailing sounds that will cause wandering monsters to automatically come to the room if they are not all killed within 2 turns. As the characters are busy with the fungi, any wandering monsters attracted to the room automatically surprise the party. Fungi are immune to the Sleep spell and the Fireball spell affects them at -1 (for a net -2) due to the wet moss that covers them. Reactions: They just stand and shriek. If you roll up shrieking fungi as wandering monsters, reroll.
3	**2d6 Champions of Ssikliss, serpent people warriors.** Level 8 , normal treasure. Reactions (d6): 1 flee if outnumbered, 2-4 bribe (25 gp each), 5-6 fight.
4	**D6+3 ant people warriors**, level 7, normal treasure. Before the combat, the ant people spit a chemical marker at the party. Each character has a 2 in 6 chance of being sprayed. Roll once per character, not once per ant warrior. Characters do not get any Defense roll against this. Marked characters have -1 on their Defense rolls for the rest of the combat and in any other combat against ant people. The only way to remove the marker is a Blessing spell or immersion in a body of water. If ant people meet characters who are already marked, they will not spray them. Reactions (d6): 1 flee, 2-3 bribe (10 gp each), 4-6 fight.
5	**D6+1 kobold ghouls**, level 7 undead, no treasure. A character wounded by a kobold ghoul must save versus level 6 poison or be immediately paralyzed. Elves are immune to this poison. A paralyzed character is automatically hit if attacked. The Blessing spell removes paralysis. The effect of this poison wears off at the end of the combat. Reactions (d6): 1 flee, 2-4 fight, 5-6 fight to the death
6	**d6+3 brownies**. Level 8, normal treasure, morale -1. Brownies feed on gold. Your party loses 1 gp per turn per every brownie present, until all gold or all brownies are gone. All of their treasure will be gems and magic items. If gold pieces are rolled, consider it a single gem instead. Reactions (d6): 1–2 flee, 3–4 bribe (20 gp each), 5–6 fight.

Abyss Special Feature table (d6)	
1	**Enchanted Banquet.** A sumptuously laid table is the room. You may eat and drink, or leave it alone. If you eat, roll on the Enchanted Banquet table for every character who ate. Decide if you eat before reading the possible outcomes.
2	**Lava River**. A random magic item is protected by a lava river crossing the room and flowing from East to West. If a character wants to leap over the river, he must roll versus a level 6 difficulty. Add +1 if the character is a halfling or an elf, subtract -1 if the character is a dwarf or wears heavy armor. A rogue adds +L. On a success, the character leaps on the other side and may take a random item from the Abyss magic treasure table. Once the character has taken the object, he must roll again to jump back on the other side. Failing the roll means the character takes 1d6 wounds.
3	**Room of Horrors**. The room is a torture chamber, an abattoir, or another source of unbearable evil. All characters gain 1 Madness point and must save versus level 6 fear or be at -1 on all Attack rolls until a Blessing spell is cast (one spell per affected character). Wizards and clerics save at +1.
4	**Chained Monster.** The room is a prison. A random Abyss boss is trapped here. The party may leave him alone, kill him (gaining no XP rolls or treasure for this cowardly act) or set him free. If the party sets the monster free, the monster will give the party d6 x d6 gp and reveal them a clue. However, when you meet the final boss, there is a 2 in 6 chance that the monster you set free will be with him in the room.
5	**Repository of Secret Knowledge**. The room is a library. If you want to spend some time in research here, roll for wandering monsters. At the end of the research, a character will automatically gain a clue. Roll d8, on a 1 or 2 the character also gains 1 Madness point.
6	**Puzzle Room.** The room contains a puzzle box. Its level is d8 +4. You may leave it alone or try to solve it. For every failed attempt, the character trying to solve it loses 1 life or gains 1 Madness (your choice). Wizards and rogues add +L to their puzzle-solving roll. If the puzzle is solved, the box opens. Make a Treasure roll to determine its content.

Abyss Magic Treasure table (d6)	
1	**Amulet of Protection versus Undead**: The wearer has +1 to Defense rolls and saving rolls against attacks by undead monsters. It may be sold for 250 gp. Multiple amulets of the same type do not stack, so a character may wear only one.
2	**Medallion of Snake Charming**: The wearer may roll d8 + L against a group of snakes or lizardmen minions, including the champions of Ssikliss. If the character rolls the minions' level or higher, the minions are automatically friendly and will ignore the party until the medallion is with the party or until they are attacked. The medallion may be sold for 100 gp.
3	**Parchment of Banishing:** This page from an old holy book can be used as a scroll. Due to its complex language, it may be used only by wizards and clerics. It automatically inflicts 2 wounds to one undead or demon creature. Once used, it turns to dust.
4	**Baton of Righteousness**. The wielder of this metal rod (crushing hand weapon) heals 1 wound each time the Baton inflicts the killing blow to any boss or weird monster. The baton may be sold for 250 gp.
5	**Philter of Fire Breathing.** This potion renders its drinker immune to dragon fire attacks for the duration of one encounter. In addition, the drinker may breathe fire once, automatically inflicting 2 wounds to a boss or weird monster, or automatically killing two minions or vermin monsters (that counts as the character's attack for that turn). Fire breathing has no effect on dragons. The philter may be sold for 80 gp.
6	**Ring of Three Wishes**. This ring gives the wearer d3 wishes. Each wish may be used to do one of the following: 1) Reroll any failed die roll; 2) Automatically inflict 2 wounds to any monster, or kill 2 minions; 3) create any non-magical treasure or single piece of equipment worth 300 gp or less; 4) cast any one spell from the basic spell list (NOT the Abyss spell list); 5) heal all damage and Madness on the wearer. Once all three wishes have been used, the ring becomes a simple golden ring that can be sold for 3d8 gp. An unused ring of wishes may be sold for 200 gp per each wish still on the ring.

Abyss Minions table (d6)	
1	**4d6 hairy goblins**. Level 6, normal treasure. 1 in 6 chance of a level 10 goblin leader with 4 life. Reactions: 1–3 ask for bribe (10 gp per goblin), 4–5 fight, 6 trial of champions
2	**2d6+1 ghouls**. Level 8 undead, normal treasure. 1 in 6 chance of being led by a ghoul king from the Abyss boss table. A character wounded by a ghoul must save versus level 7 poison or be paralyzed. Elves add their level to this save. A paralyzed character is automatically hit if attacked. The Blessing spell removes paralysis. Without a Blessing, however, a paralyzed character must be carried out of the dungeon by his comrades; he will be killed by wandering monsters if left alone in a room. Reactions: 1 flee, 2-4 fight, 5 trial of champions, 6 fight to the death.
3	**2d6-1 dark dwarves**, level 8, two treasure rolls. If a Sleep spell is cast at a group of dark dwarves, there is a 2 in 6 chance that they are immune to it thanks to the mind-altering mushrooms they eat. Roll once for all dwarves when a Sleep spell is cast. They will all be immune or not. Reactions: 1 flee, 2-3 bribe (50 gp each), 4-6 fight
4	**d6 Flying skulls**. Level 9 undead, normal treasure. Crushing weapons strike at +1 against flying skulls. Arrows strike at -2. If a character rolls a 1 when attacking a skull in melee, the skull catches his weapon in his teeth and flies away, disarming the character. The skull will flee and the weapon will be found again in the lair of the final boss. Reactions (d6): 1–3 flee if outnumbered, 4–6 fight to the death.
5	**2d6 chaotic ratmen + leader**. Level 7, treasure +1. Any character wounded by ratmen has a chance of taking an additional wound from their infected blades. Roll once at the end of the encounter for each wounded character. If the result is 1, or is lower than the wounds currently lost by the character, the character loses 1 additional life. The ratman leader is level d3+8 and has d6+2 life. He is armed with an infected blade. Reactions (d6): 1–2 bribe (20 gp each), 3–5 fight, 6 trial of champions (leader will fight).
6	**D6+4 chaos fanatics**. Level 7, normal treasure, morale +1. They have a 2 in 6 chance of having a dark lord of Xichtul (from the Abyss boss table) as a leader. Reactions: 1-4 fight, 5-6 trial of champions

Abyss minions are more dangerous than the standard minions found in Four Against Darkness. Therefore, you get one XP roll every FIVE encounters with minions, not every 10 encounters.

Abyss Scroll table (d6)	
1	Healing Surge
2	Infallible Missile
3	Lifeforce Control
4	Mass Teleport
5	Aura of Terror
6	Reverse Gaze

Magical Defense table (d6)	
1	**Ring of Defense**, giving +1 to all Defense rolls. A character may wear only one ring of defense.
2	**Cross against Vampires**, giving +2 to Defense rolls against vampires. A character may wear a single cross against vampires.
3	**Brownie Ward**: If the wearer of this talisman encounters brownies, the brownies must immediately make a morale roll.
4	**Magic Shield:** This gives a +2 defense bonus and may be used by any character who could use a shield (not by barbarians, obviously, because it is a magic item). The shield is indestructible, so it ignores any results that destroy it.
5	**Elfin Chain Mail**: This suit of light armor gives +2 to the wearer's Defense rolls. It can be used by any character who can wear light armor. Note that this suit of armor is not considered magical so barbarians may wear it.
6	**Suit of Enchanted Armor**: This counts as heavy armor but gives +3, not +2, to the wearer's Defense rolls. The suit will magically adapt to the wearer's size, so it can be used by any character that can wear heavy armor.

Abyss Boss table (d6)

1	**Dragon man**. Level 9, 8 life, 2 attacks, normal treasure. On the first turn, the dragon-man lets go a fiery blast of dragon fire that inflicts 1 wound to all characters who fail a level 8 save. Elves, rogues, and swashbucklers save at +1. In the following turns, he will attack only using his claws. Reactions (d6): 1–2 ask for bribe (3d6 + 100 gp), 3–6 fight
2	**Mind screamer**. Level 10, 9 life, 3 attacks, normal treasure. The mind screamer has a 3 in 6 chance of surprising the party. It attacks through mental bolts that ignore protection from shields or armor and inflict 2 wounds and 1 Madness point. Elves and wizards add their level to their Defense rolls against his attacks. Reactions (d6): 1 flee, 2 bribe (200 gp), 3-5 fight, 6 fight to the death.
3	**Tentacled brain**. Level 9, 8 life, treasure+1. The tentacled brain is hard to hit because it floats in the air. It is only level 6 if attacked with ranged weapons or spells. The brain does not attack, but each turn until the Brain is killed or flees, before they have a chance to attack, all characters must save vs 5 or take 1 wound and 1 Madness point. Wizards add +L to this save. Reactions (d6): 1–2 flee, 3–4 bribe (300 gp), 5–6 fight.
4	**Ghoul king**. Level 10 undead, 10 life, 4 attacks, treasure +1. A character wounded by a ghoul king must save versus level 5 poison or be paralyzed. Elves add their level to this save. A paralyzed character is automatically hit if attacked. The Blessing spell removes paralysis. Reactions: always fight to the death.
5	**Dark Lord of Xichtul**. Level 11, 12 life, 4 attacks, treasure +1. The dark lord's huge cleaver automatically destroy a character's shield if a shield-equipped character rolls a 1 on his Defense roll. Each hit from the Dark Lord inflicts 2 damage. Reactions (d6): 1–2 bribe (500 gp), 3–6 fight
6	**Major vampire**. Level 10 undead, 11 life, treasure +1. Any character taking damage from a vampire must roll a save versus level 5 magic or lose one level. Vampires are affected only by magic weapons, spells, characters with the Vampire hunter expert skill, holy water (they lose 1 life per vial thrown), or attacks that inflict 2 wounds with a single blow. See vampirism, p.36. Reactions (d6): 1–3 bribe (400 gp), 4–6 fight.

Abyss bosses are more dangerous than the standard bosses found in Four Against Darkness. Therefore, you gain TWO XP rolls when you defeat one.

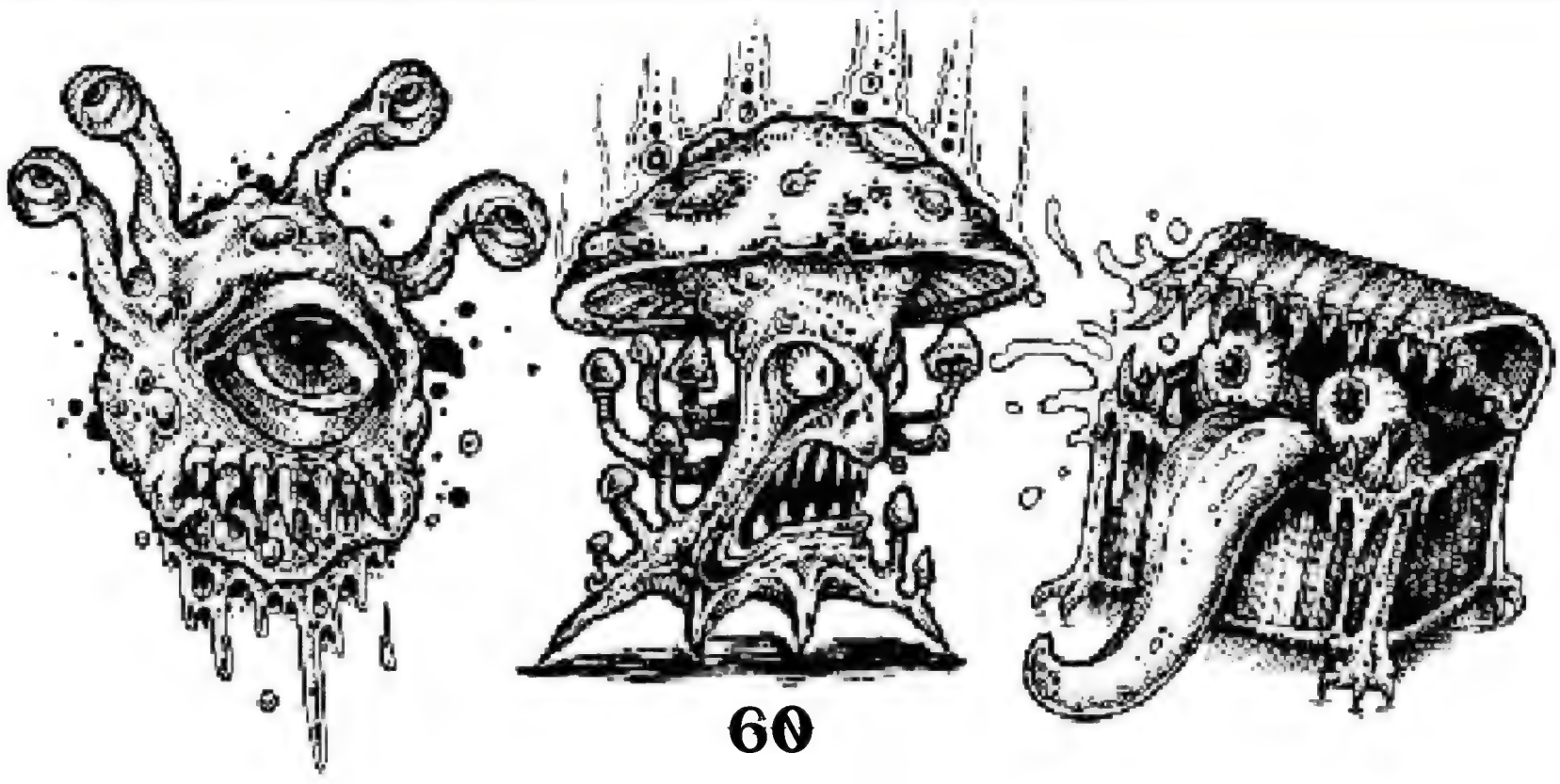
Abyss Weird Monsters table (d6)	
1	**Zombie Minotaur**. Level 6 undead, 10 life points, 2 attacks, normal treasure. Due to the power of his bull-rush charge and giant club attacks, all Defense rolls against a zombie minotaur are at -1. Reactions (d6): 1-2 bribe (60 gp), 3–5 fight, 6 fight to the death.
2	**Giant Constrictor Snake**. Level 7, 6 life, no treasure. The snake will attack a single character. Once an attacked character has failed a Defense roll, he is been caught in the serpent's coils and will automatically lose 1 life each turn until the snake is killed, or he uses an Escape spell or ring of teleportation to break free. A Fireball or Lightning spell used against the snake will also inflict 1 wound to the constricted victim. Reactions (d6): 1 flee, 4-6 fight.
3	**Minor Vampire**. Level 8 undead, 6 life. Any character taking damage from a vampire must roll a save versus level 4 magic or lose one level. Vampires are affected only by magic weapons, spells, characters with the Vampire hunter expert skill, holy water (1 life per vial), or attacks that inflict 2 wounds with a single blow. See vampirism, p.36. Reactions (d6): 1–3 bribe (200 gp), 4–5 fight, 6 quest.
4	**Werewolf**. Level 8, 8 life points, two attacks, treasure +1. Silver weapons strike weres at +1. Any character wounded by a werewolf must save vs a level 5 curse or be infected. Roll once per wounded character at the end of the encounter. See Lycanthropy, p. 39. Reactions: always fight.
5	**Phasing Panther**. Level 7, 5 life, 3 attacks, 2 treasure rolls. This teleporting great cat always attacks first. Any time the panther takes a wound, roll d6. On a 4+, it blinks away and ignores that wound. Reactions: always fight.
6	**Lich**. Level 10 undead, 8 life, 4 attacks, 3 treasure rolls, 2 XP rolls. All characters meeting a Lich gain 1 Madness point. In addition, they must save versus level 6 fear or have -1 on their Attack rolls until the lich has taken 2 wounds. Any spell cast at the lich has a 1 in 6 chance of being nullified. There is a 2 in 6 chance that the lich is accompanied by d6 skeletal warriors, level 5 undead minions with two handed weapons that inflict 2 wounds if the character's Defense roll is a natural 1. Reactions (d6): 1-3 bribe (300 gp or 1 magic item chosen at random from the party's belongings), 4-5 fight, 6 quest.

Abyss Dragons table (d6)	
1	**Purple Dragon**. Level 10, 8 life, 2 attacks, normal treasure. On every turn, there is a 2 in 6 chance that the dragon lets go an electrical blast that will automatically inflict 1 wound to any character wearing heavy armor. Characters wearing light or no armor can make a Defense roll normally. If it doesn't use its blast, the dragon will attack two random characters using his claws. Reactions (d6): 1–3 bribe (3d6 + 100 gp), 4–6 fight
2	**Mirage Drake.** Level 9, 7 life, normal treasure. Every turn, before performing their attacks, all characters must save versus level 5 illusions. Elves roll at +1 and wizards add +L. Character failing to save may not attack or cast spell. The mirage drake will perform a single attack, at a random character affected by its illusions, who will defend at -1. If no character is affected by the illusions, the drake will not attack that turn. Attacks from the mirage drake inflict 2 wounds. Reactions (d6): 1-2 sleep, 3 bribe (120+3d6 gp), 4-6 fight.
3	**Luck Dragon**. Level 9, 10 life, 2 attacks, four treasure rolls. If you slay the Luck Dragon, all surviving characters gain 1 Luck point (like the halfling luck ability) until the end of the adventure. If you withdraw from a combat with the dragon, the creature will not attack you while you retreat. Reactions (d6): 1 sleep, 2 help, 3–4 bribe (200 gp), 5–6 quest.
4	**Ghoul Dragon**. Level 10 undead, 8 life, 2 attacks, treasure +1. A character wounded by a ghoul dragon must save versus level 4 poison or be paralyzed. Elves add their level to this save. A paralyzed character is automatically hit if attacked. The Blessing spell removes paralysis on one character. Reactions: always fight to the death.
5	**Darkness Dragon**. Level 10, 12 life, 4 attacks, treasure +1. The darkness dragon loses 4 life if hit by a Lightning spell. Reactions (d6): 1–2 bribe (1d3 x 100 gp), 3–6 fight
6	**Young Chaos Dragon**. Level 11, 10 life, treasure +1, 5 attacks. A cleric or wizard may cast a Blessing spell to alter the chaos dragon's reaction roll by 1 upwards or downwards. Reactions (d6): 1 sleep, 2 bribe (d6 x 100 gp), 3 quest (use the quest table from *Four Against Darkness*), 4 help, 5 fight, 6 fight to the death.

Abyss Unique Events table (d6)	
1	**Book of Secrets**. You find a book hidden under a loose stone. You may leave it alone or decide to pick it up and read it. A character of your choice can read the book and gain d6 Clues. However, the character reading the book must save vs the number of Clues +2 or gain d3 Madness points. Wizards add ½ L to this save roll.
2	**Dark Plague**. A random character must save vs level 5 disease or start to feel ill. For details about the dark plague, see p. 37.
3	**Swarm of Critters**. The party is engulfed by a cloud of stinging insects. You may use a Fireball spell to destroy the swarm. Otherwise, all characters automatically take 1 wound from the poisonous stings. The Swarm is automatically dispersed after that.
4	**Secret Stairs.** The room contains a secret passage to a room or corridor of your choice on the upper level of the dungeon. This may not be the first room (the entrance) to the dungeon, or any room or section of corridor adjacent to that. If you decide to take the stairs, roll a 1 in 6 chance of meeting a wandering monster there. If you are playing an Abyss dungeon without an upper level, the secret stairs lead to a random room or corridor with no exits. Roll for content of this room twice and choose your preferred result.
5	**The Gold Ghost**. You meet the hungry spirit of a deceased treasure hunter. You may appease the spirit by sacrificing 100 gp worth of treasure. If you do not do this, the ghost will curse you, and all characters will be at -1 on their Defense rolls until a Blessing spell is cast on them (one spell per person is required).
6	**Mana Sink**. All spellcasters must save versus a power 7 mana sink or lose their spells. Roll once per spell. On a success, the spell is not lost. Spells on scrolls and magic items are unaffected. Characters add +½ level. If the party moves through the room with mana sink again, do not apply the effect a second time.

Events on this table may happen only once per adventure. Mark them with a pencil when they are rolled. If a marked event is rolled again, reroll until a new event is selected. If you ran out of unique events, roll on the Abyss Traps Table instead.

Enchanted Banquet table (d6)	
1	**Magical Food**. The character heals 3 life. However, a fey creature appears stealing d6 x d6 gp from the character, or the single most valuable magic object, gem or item of jewelry carried by that character. If the character carries nothing of value, the fey creature will curse him. The character's body is now covered in magical bells that chime every time the character moves. The bells are magical and can be removed only with a Blessing spell. Until a Blessing is cast on the character, all the wandering monsters rolls will attract monsters on a 1, 2, or 3.
2	**Nourishing food**. The character heals 1 life.
3	**That lamb was spoiled**. The character must save vs level 7 poison. Halflings add +L to this roll. Barbarians roll at +1. Characters failing to save will be at -1 on their attack rolls for the next two encounters
4	**Ghost Food.** The food disappears and the character is tormented by visions of dead people. The character must save vs Level 6 magic or gain 1 Madness point. Wizards and clerics add +½ L.
5	**That's My Food!** A two-headed ogre enters the room and attacks the characters, gaining surprise and striking first. His first attack will be on the character who rolled this result on the Enchanted Banquet table. Treat as a Level 7 Boss, 6 life, 2 attacks, with each attack inflicting 2 wounds. The two-headed ogre fights to the death and carries silverware worth 100 gp. There is only one two-headed ogre in the dungeon. If this result is rolled again by another character, reroll until a different result is selected.
6	**Fey Food**. The character gains the ability to cast one random spell from the random spell table in Four Against Darkness. Once this spell is cast, the ability is gone forever. Barbarians ignore this effect.



Useful Stuff table (d6)	
1	Rope, lantern, or any one slashing or crushing hand weapon (your choice).
2	**D6 blessed stakes**. These count as magic weapons against vampires only. The effect is that they can hit vampires while other non-magical weapons cannot. Against other creatures, they count as light slashing weapons, so they are at -1 to attack. If you have one vial of holy water, you can dip a stake into it. The first attack from a holy-water dipped stake will inflict 2 wounds upon a vampire (and count as a single attack). All classes, including barbarians, are allowed to use stakes.
3	**Wolvesbane**. This dried herb may be thrown against a were-creature or a wolf causing a morale roll. Throwing the wolvesbane requires the character to forfeit his Attack roll but hits automatically. A bunch of wolvesbane may be sold for 10 gp.
4	**Silver Weapon**. This is a slashing hand weapon (a sword) or light hand weapon (a dagger). Silver weapons hit werewolves at +1. A silver blade may be sold for 20 gp.
5	**Blessed horseshoe.** The character carrying this horseshoe in his pocket may reroll any one die roll, then the talisman loses its powers. Barbarians are allowed to use this item. An unused blessed horseshoe can be sold for 10 gp.
6	**D3 loaves of elven bread**. Any character eating a loaf heals 1 life or removes the Dark Plague. Elves eating them heal 3 life. A character may benefit from eating elven bread only once per game. Elven bread is rare outside of elven communities and the loaves may be sold for 10 gp each. Elven bread never goes bad so you can keep it for future adventures. Elven bread is not considered a magic item so barbarians may use it.

Expert Skill Summary

This page summarizes who can learn which expert skill.

- Acute Hearing (R, E, H, S)
- Arcane Tanner (B, Wi)
- Berserk Fury (B)
- Brawler (B, W)
- Combat Acrobatics (H, E, S)
- Commanding Presence (Wi, W)
- Continual Light (Wi, C)
- Create Holy Water (C)
- Culling of the Weak (B, W, D)
- Danger Sense (B, R, H, E, S)
- Deadly Accuracy (E, H)
- Dead Shot (E, H)
- Deadly Strike (W, B)
- Detective (W, R)
- Double Attack (W,R,E)
- Dragonslayer's Strike (D)
- Dying Action (W, B, D)
- Gladiator (W,B, S)
- Impervious (W, B, D)
- Intuition (H, R, Wi)
- Knife Throwing (Wi, W, R, H, S)
- Lesser Necromancy (Wi)
- Negotiator (Wi, E, R, H)
- Orcslayer (E, D)
- Poison Resistance (D, H, B)
- Protective Incense (C, Wi)
- Quick Footed (E, H, R, S)
- Scroll Maker (W, E, C)
- Shield Bash (W)
- Spore Alchemy (E, H, Wi, R)
- Spot Weakness (R, Wi)
- Stabbing Attack (R, Wi)
- Stone Mastery (D)
- Strong Will (Wi, C, D)
- Super Logic (Wi)
- Sworn Enemy (R, W)
- Terrifying Savagery (B)
- Turn Undead (C)
- Vampire Hunter (C, W, Wi)
- Whirlwind of Steel (W, B, D, S)
- Withstand Pain (B, W, D, R)

Skills Grouped by Characters Who Can Learn Them

Warrior: Brawler, Commanding Presence, Culling of the Weak (*), Deadly Strike, Double Attack (*), Dying Action, Gladiator, Impervious, Knife Throwing, Shield Bash, Sworn Enemy, Withstand Pain, Vampire Hunter, Whirlwind of Steel (*)

Cleric: Continual Light, Create Holy Water, Protective Incense, Scroll Maker, Strong Will, Turn Undead

Rogue: Acute Hearing, Danger Sense, Detective, Double Attack (*), Intuition, Knife Throwing, Negotiator, Quick Footed, Spore Alchemy, Spot Weakness, Stabbing Attack, Sworn Enemy, Withstand Pain.

Barbarian: Arcane Tanner, Berserk Fury, Brawler,Culling of the Weak (*), Danger Sense, Deadly Strike, Dying Action, Gladiator, Impervious, Poison Resistance, Terrifying Savagery, Withstand Pain, Whirlwind of Steel (*).

Elf: Acute Hearing, Combat Acrobatics, Danger Sense, Deadly Accuracy, Dead Shot, Double Attack (*), Negotiator, Orcslayer, Quick Footed, Scroll Maker, Spore Alchemy.

Dwarf: Culling of the Weak (*), Dragonslayer's Strike (D), Dying Action, Impervious, Orcslayer, Poison Resistance, Stone Mastery, Strong Will, Withstand Pain, Whirlwind of Steel (*).

Halfling: Acute Hearing, Combat Acrobatics, Danger Sense, Deadly Accuracy, Dead Shot, Intuition, Knife Throwing, Negotiator, Poison Resistance, Quick Footed, Spore Alchemy.

Swashbuckler: Acute Hearing, Combat Acrobatics, Danger Sense, Gladiator, Knife Throwing, Quick Footed, Whirlwind of Steel.

Wizard: Arcane Tanner, Commanding Presence, Continual Light, Detective, Intuition, Knife Throwing, Lesser Necromancy (*), Negotiator, Protective Incense, Scroll Maker, Spore Alchemy, Spot Weakness, Stabbing Attack, Strong Will, Super Logic, Vampire Hunter. The wizard may also learn any one of the six Abyss spells as if it were an expert skill.

Cost of Hiring Retainers

- Acolyte (8 gp)
- Bodyguard (30 gp)
- Dungeon Guide (18 gp)
- Lantern Bearer (4 gp)
- Man-At-Arms (20 gp)
- Minstrel (6 gp)
- Porter (4 gp)
- Rat Exterminator (6 gp)
- Spear Carrier (12 gp)
- Surgeon (25 gp)

Cost of Hiring Professionals

- Alchemist (50 gp)
- Bladesmith (6 gp)
- Counselor (6 gp)
- Fortune-Teller (15 gp)
- Herbalist (6 gp)
- Poison Expert (25 gp)
- Sage (10 gp)
- Silversmith (10 gp)
- Shieldmaker (8 gp)
- Storyteller (5 gp)
- Tailor (10 gp)

Cost of Special Activities

Writing a scroll

(80 gp, requires the Scroll Maker skill)

Creating holy water

(10gp, requires the Create Holy Water skill)

Treatment for lycanthropy

(400 gp, success is not guaranteed; treatment only allows another save vs level 5 disease).

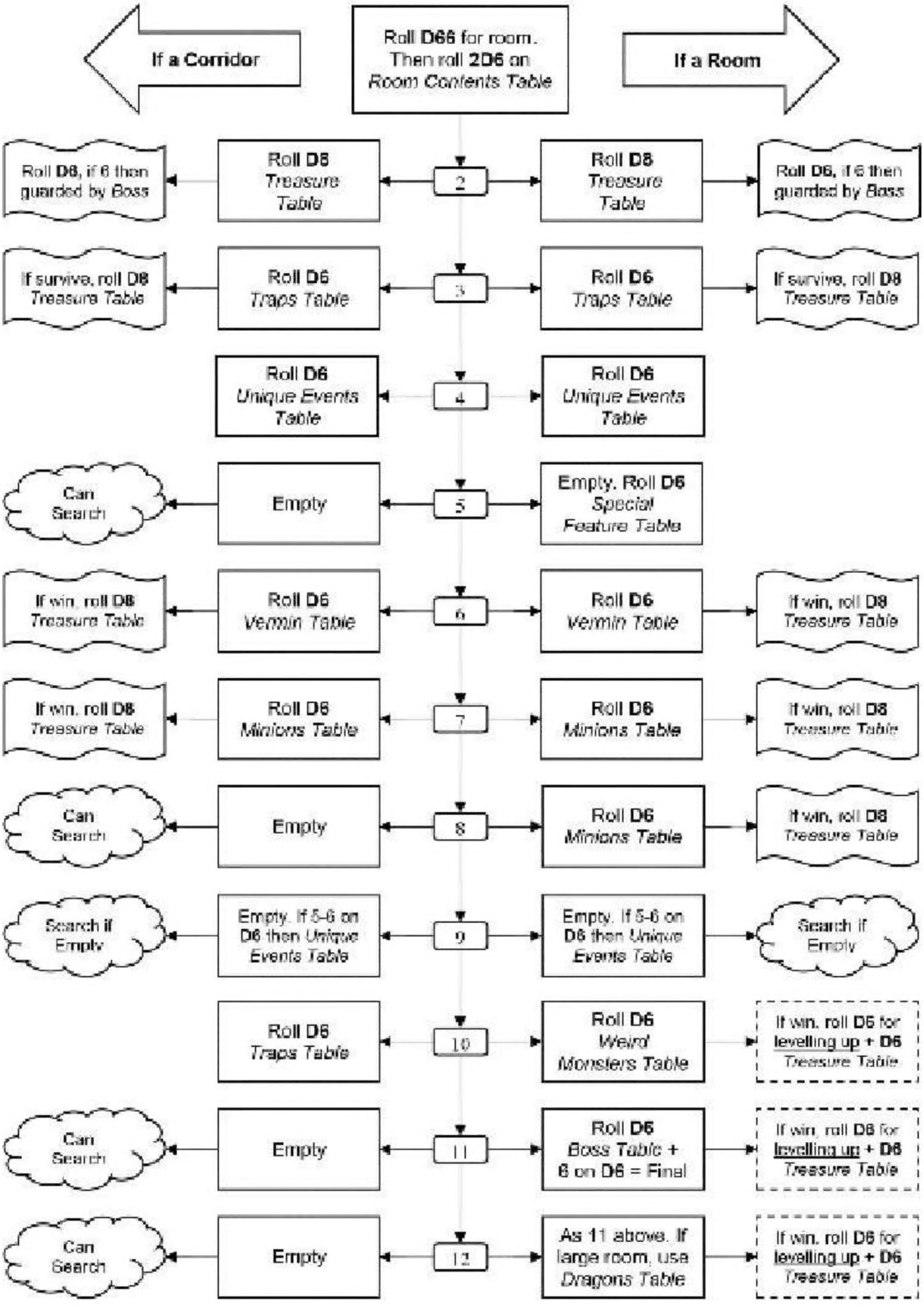
Training a Party to become Expert level

1 XP or 500 gp per party member to be upgraded

Training a character

100 gp x the character's current level gives one XP roll

GUIDE TO ABYSS ROOM CONTENTS TABLE


If a Corridor
Roll D66 for room. Then roll 2D6 on Room Contents Table
If a Room
Roll D8, if 6 then guarded by Boss
Roll D8 Treasure Table
2
Roll D8 Treasure Table
Roll D8, if 6 then guarded by Boss
If survive, roll D8 Treasure Table
Roll D6 Traps Table
3
Roll D6 Traps Table
If survive, roll D8 Treasure Table
Roll D6 Unique Events Table
4
Roll D6 Unique Events Table
Can Search
Empty
5
Empty. Roll D6 Special Feature Table
If win, roll D8 Treasure Table
Roll D6 Vermin Table
6
Roll D6 Vermin Table
If win, roll D8 Treasure Table
If win, roll D8 Treasure Table
Roll D6 Minions Table
7
Roll D6 Minions Table
If win, roll D8 Treasure Table
Can Search
Empty
8
Roll D6 Minions Table
If win, roll D8 Treasure Table
Search if Empty
Empty. If 5-6 on D6 then Unique Events Table
9
Empty. If 5-6 on D6 then Unique Events Table
Search if Empty
Roll D6 Traps Table
10
Roll D6 Weird Monsters Table
If win, roll D6 for levelling up + D6 Treasure Table
Can Search
Empty
11
Roll D6 Boss Table + 6 on D6 = Final
If win, roll D6 for levelling up + D6 Treasure Table
Can Search
Empty
12
As 11 above. If large room, use Dragons Table
If win, roll D6 for levelling up + D6 Treasure Table

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